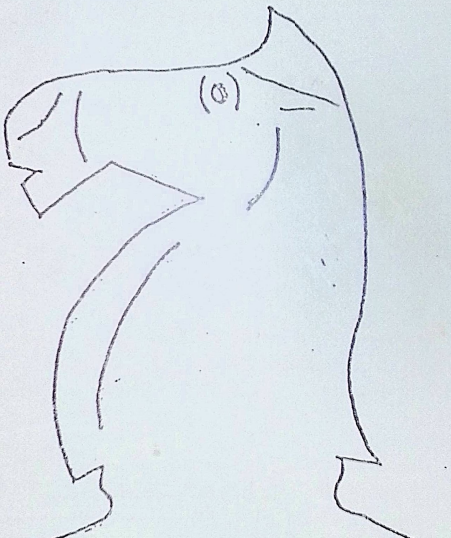
NDGA

NEWS LETTER



NOV.-DEC. 1983

VOLUME I, NO. 2

From the President's desk:

* The 1983-84 North Dakota chess season is well under way now with both the Bismarck Open and the North Dakota Open having been played. It would be nice to see a couple more fall tournaments, say in November or December. Anyone willing to take the challenge??

* We need volunteers to solicit funds or prizes for the North Dakota Scholastic Championships next spring. If you can help out, or if you know of any scholastic teams or players, contact Dave Rosley, Scholastic committee chairman.

* As mentioned in the last issue of the NDCA Newsletter, three amendments were presented to the NDCA membership for consideration and vote into the NDCA Constitution. Now is the time for you as the membership to exercise your right to vote. Please read through and vote on the following amendments. Send your vote to Brent Askvig, 1109 N. 19th. St., Bismarck. I must receive your vote at least 1 week prior to the next newsletter deadline for it to count. A two thirds vote of all current NDCA members is required for passage.

* *

NDCA Mail-in Ballot

1. Article V; include in the requirements of Governing Board members that they are, "members in good standing of the NDCA and the USCF". YES NO

2. Article V, section C; under secretary-treasurer duties include, "shall publish an annual NDCA financial report in the NDCA Newsletter". YES NO

3. Article V, section D; under Public Relations officer duties include, "shall issue pre- and post-event press releases to the appropriate news media". YES NO

* *

NDCA Treasurer's Report 11/5/83

Currently we have 69 paid-up members and a $691.55 balance in treasury. Here's a mini statement to update from last newsletter: 9-1 Sum $691.10

Income

NDCA Membership (8)	40.00	
Interest on acct.	4.20	
Newsletters' Ads	3.00	
Reclaimed check	10.00	
		57.20
		748.30

Expenses

Sept. Newslettr exp.	46.99	
Misc. postage	2.76	
Journalist Chess Set	7.00	
For newslttr diagrams		56.75
Balance - 11/5/83 - Total -		$691.55

DUES for NDCA still are $5 for a year, $3 for junior members under age 19, which includes the newsletter sent six times a year. Any new members may send payment to: 141 East 5th, Dickinson, ND 58601. Thank you! Treasurer LaMoyne Solichal, N.D. Chess Assoc.

1983 U.S. OPEN

Here are 2 games from this summer's event (343 entries!), won by Larry Christiansen & Viktor Korchnoi.

Elliott Winslow 2445 - Korchnoi 2670

1 e4 c5 2 Nf3 d6 3 d4 cd 4 Nxd4 Nf6 5 Nc3 Nc6 6 Bc4 e6 7 Be3 Be7 8 Qe2 a5 9 B63 a6 10 g4 Nxb3 11 ab 0-0 12 g5 Ne8 13 Rg1 Bd7 14 f4 Nc7 15 0-0-0 N35 16 f5 Nxd4 17 Rxd4 ef 18 d5 Re8 19 ef Bxf5 20 Qf3 Bg6 21 h4 c8 22 e3 Qa5 23 Ra4 Qb5 24 h5 Bxh5 25 Qxh5 Qxd5 26 Rh4 Qd3 27 Bd4 Qg6 28 Qxg6 fg 29 Rh3 d5 30 Kd2 Bc5 31 Rxc5 Rxc5 32 Rgh1 d4 33 cd Rxg5 34 Rxh7 Kf7 35 R7h2 Rg3 36 Rh3 R8e3 37 Rxg3 Rxg3 38 Kc2 g5 39 Rh8 Re3 40 Re8 g4 41 Rc7+ Kf6 42 Rxb7 g3 0-1

Doug Root 2476 - Igor Ivanov 2606

1 e4 c5 2 b3 Nc6 3 Bb2 d6 4 f4 Nf6 5 Nc3 g6 6 Bb5 Bg7 7 Bxc6+ bc 8 Qe2 0-0 9 0-0-0 a5 10 Na4 Rb8 11 d3 Bh6 12 g3 e5 13 Rf1 ef 14 Kb1 Nh5 15 Bc1 Rb4 16 Nb2 a4! 17 e3 Rb7 18 Nxa4 Qa5 19 Kc2 e4! 20 dc Re8 21 g4 Nf6 22 Bxf4 Bg7 23 h3 Rxe4 24 Q42 Rxc4! 25 bc Qxa4+ 26 K43 Be6 27 Re1 Qxc4+ 0-1

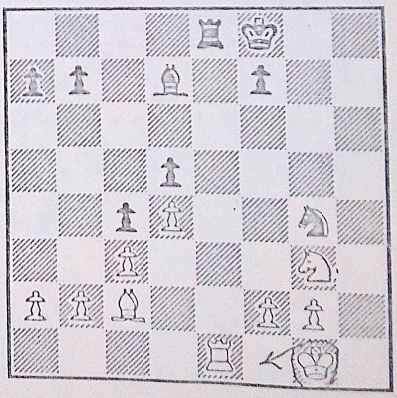
BISMARCK CLUB NEWS The Central Dakota Chess Club sponsored their annual simultaneous exhibition, for Bismarck's Oktoberfest celebration. Two chessplayers streaked through the shopping mall battles; Jerry Triggs scored 27-0-1, only drawing because the mall had to close, and Ron Schauer played superb, with a 14-2-1 score!! Simul exhibitions are played to create public interest and encourage new players to join a chess club.

After the fall elections, the CDCC has a revised slate of offices. They are Triggs as President, Dale Sailer as Vice President, Schauer as Sec.-Treas., & the Public Relations Rep. is Jack Parker.

The 1983 club champion is now Ron Schauer, after beating Jerry Triggs in a playoff, 2-0!

ATTENTION

Anyone witnessing the Sprague-Schauer game at the North Dakota Open, in Fargo Oct. 9, who observed the following; on move No. 31, Sprague picked up his King moving it from King Knight 1, to Bishop 1. He moved the King back to Knight 1, and went Rook takes Rook. If you witnessed this situation, please contact Ron Schauer - PO Box 714, Mandan, ND 58554. It is of the utmost importance for an official filing of a USCF protest, and for maintaining the level of chess on a professional level. I will take a polygraph or voice stress analysis test, if Mr. Sprague also agrees to these tests, I will personally cover all expenses involved. - R.R. Schauer. (Ad paid for by Ronald R. Schauer.)



Here's a selection of games from the North Dakota Regional Team Tournament, held July 30-31 in Jamestown, ND. (A crosstable & story appeared in September's NDCA Newsletter.)

Ron Schauer - David Lindseth 1. P-K4 P-QB4 2. P-KB4 P-Q3 3. N-KB3 N-Q2 4. B-B4 KN-KB3 5. P-Q3 Q-E2 6. B-K3 P-K3 7. 0-0 B-K2 8. P-KR3 P-QR3 9. QN-Q2 P-QN4 10. B-N3 B-N2 11. P-B3 0-0 12. Q-K1 P-B5 13. B-B2 PxP 14. BxP N-B4 15. BxN PxB 16. N-R2 KR-Q1 17. B-B2 N-R4 18. P-K5 N-N6 19. R-B2 P-B5 20. N-B1 NxN 21. RxN Q-B3 22. N-B3 R-Q2 23. Q-N3 Q-N3+ 24. K-R2 BxN 25. QxB QR-Q1 26. QR-Q1 R-Q7 27. RxR RxR 28. Q-K4 P-N3 29. R-Q1 RxR 30. BxR Q-B7 31. B-K2 B-B4 32. Q-B3 Q-N8+ 33. K-N3 Q-K8+ 34. K-N4 P-R4+ 35. K-N5 B-K2+ 36. K-R6 Q-R5 37. Q-R8+ B-B1+
0-1

Edward Lutgen - Vernon Gourneau 1. P-K4 P-Q4 2. PxP QxP 3. N-KB3 P-K3 4. N-B3 Q-Q1 5. P-Q4 N-K2 6. B-K2 N-B4 7. 0-0 B-Q3 8. R-K1 P-QB3 9. B-Q3 N-R5 10. N-K4 NxN+ 11. QxN B-K2 12. B-K3 0-0 13. Q-R5 P-B3 14. N-N5 P-R3 15. N-R3 Q-Q4 16. Q-N6 P-KB4 17. BxRP B-B3 18. P-QB3 R-B2 19. N-B4 Q-Q3 20. N-R5 N-Q2 21. B-B4 N-K4 22. NxB+ K-B1 23. BxP+ K-K2 24. PxN Q-B4 25. Q-N5 QxB 26. R-Q1 Q-K7 27. N-N8++ K-K1 28. R-Q8+mate 1-0

Tom Schauer - Brent Askvig 1. e4 e5 2. Nc3 Nf6 3. Nf3 Nc6 4. Bc4 Bc5 5. d3 0-0 6. Bg5 d6 7. Nd5 Be6 8. Bf6 gf6 9. Qd2 Kg7 10. h4 h5 11. a3 Rg8 12. 0-0-0 Bg4 13. Rdg1 Nd4 14. c3 Nc6 15. d4 Bb6 16. Kb1 Be6 17. a4 a5 18. Nh2 ed4 19. cd4 Bd4 20. g4 Bg4 21. Ng4 hg4 22. Rg4+ Kh7 23. Rhg1 Rg4 24. Rg4 Ne5 25. Rg3 Bb2 26. Qe2 Kh6 27. Nf4 Ng6 28. Qh5+ Kg7 29. Ng6 1-0

Steve Turmo - David Lindseth 1. d4 d5 2. c4 Nf6 3. cd Nd5 4. Nf3 Bf5 5. Qb3 Nb6 6. Nc3 e6 7. e4 Bg6 8. Be3 Nc6 9. Bb5 Qd6 10. 0-0 a6 11. Bc6+ Qc6 12. Ne5 Qd6 13. Rac1 f6 14. Nd3 e5 15. d5 Be7 16. Nc5 Rb8 17. Ne6 Kf7 18. Nc7 Nd7 19. Ne6 b5 20. f3 Rhc8 21. Ne2 Kg8 22. Rc3 Bf7 23. Rlc1 Rc3 24. Rc3 Be6 25. de Nf8 26. Bc5 Qd2 27. Kf1 Bc5 28. Rc5 Qd6 29. Qd5 Qe6 30. Qe6+ Ne6 31. Rc6 Kf7 32. Ra6 Ke7 33. Ke1 Kd7 34. Kd2 Nc7 35. Ra7 Kc6 36. Ra3 b4 37. Rd3 Ra8 38. a3 ba 39. Ra3 Ra3 40. ba Nb5 41. a4 Na3 42. Kc3 Kc5 43. Nc1 Nb1+ 44. Kb2 Nd2 45. Nb3+ Nb3 46. Kb3 g6 47. a5 Kb5 48. a6 Ka6 49. Kc4 Kb6 50. Kd5 Kc7 51. Ke6 1-0

Jerry Triggs - Dave Rosley 1. P-QB4 P-QB4 2. N-QB3 N-QB3 3. N-B3 N-B3 4. P-QN3 P-K3 5. B-N2 P-Q4 6. PxP PxP 7. P-K3 P-QR3 8. B-K2 B-K2 9. 0-0 0-0 10. P-Q4 PxP 11. NxP Q-B2 12. B-B3 R-Q1 13. P-KN3 B-R6 14. R-K1 N-K4 15. B-R1 B-QN5 16. R-QB1 Q-Q3 17. R-K2 B-N5 18. P-B3 B-KR4 19. N-B2 NxP+ 20. K-N2 NxP 21. KxN BxR 22. NxB QR-B1 23. NxB N-N5+ 24. K-N1 QxN 25. RxR RxR 26. B-Q4 Q-R4 27. B-KB3 P-R4 28. P-R4 R-K1 29. BxN PxB 30. N-B4 P-B4 31. Q-B2 R-K5? 32. Q-B8+ K-R2 33. QxP+ K-N1 34. QxP+ QxQ 35. NxQ K-B2 36. P-R5 R-K1 37. P-N4 R-QB1 38. B-B5 K-K3 39. N-N6 R-B3 40. K-B2 K-K4 41. K-K2 K-K5 42. N-B4 R-B3 43. N-Q6+ K-Q4 44. NxP R-B6 45. N-Q6 RxP 46. N-B5 R-N7+ 47. K-B1 R-QN7 48. NxP P-N6 49. N-R5 P-N7+ 50. K-N1 K-K5 51. N-N3+ K-B6 52. K-R2 P-N8/Q++ 53. KxQ KxN 54. K-B1 K-B3 55. K-K1 K-K5 56. K-Q1 K-Q6 57. K-B1 R-B7+ 58. K-N1 K-B6 59. B-Q4+ K-N6 ½-½

FARGO OPEN CHESS TOURNAMENT 10-9-83

White: Michael Sprague 1686 Round 6 Board 6 Black: Ronald Schauer 1802

1. d4 N-f6 (no 'Dutch'?) 2. N-f3 (well there is definately not going to be any 'Budapest' Defense!)...d5 (Queen's Gambit?) 3. B-f4 (no...) e6 4. e3 B-d7 5. B-d3 c5 6. c3 (the London System...Dr. Stephan Popel is its best known advocate..)...c4? (a bad positional error and it will not go away...6...b6 is far more flexible) 7. B-c2 B-e7 8. h3 0-0 9. N/b-d2 h6 10. 0-0 N-c6 11. R-e1 N-h7 12. e4 R-e8 13 exd5 (and white has a lasting target)...exd5 14. N-f1! B-e6 15. Q-d2 Q-d7 16. K-h2 g5? (and this is rash...) 17. N-e5! Nxe5 18. Bxe5 B-d6 19. Bxd6 Qxd6+ 20. K-g1 Q-d7 (renewing his 'threat' to the King position but it is hardly "enough") 21. R-e3 R-e7 22. R/a-e1 N-f6 23. R-e5 K-f8 (black's King is very un-safe) 24. h4 !(gets rid of a target and wins a pawn!)... N-g4 (probably just as good as 24...N-h7) 25. R/e5-e2 R/e7- e8! (of course 25...R/a-e8 loses to 26.axg5 axg5 27. Qxg5 and black will never live to play an endgame) 26.hxg5 hxg5 27. Q-h8 (anything else allows a winning attack with 27. Q-h5...now 27...Q-f6 holds) 28. Qxd8 R/axd8 29. N-g3 B-d7 (seeking exchanges only helps white...) 30. Rxe8+ Rxe8 31. Rxe8+ (of course 31. K-f1 N-h2+ and black is suddenly out of difficulties otherwise "no comment")...Kxe8 32.K-f1 (black now gets to play a dead lost endgame...the length is deceptive as blackihasnabsolutely nothing.)...a6 33. K-e2 K-e7 34. f3 N-f6 35. N-f1 !... N-h5 36. K-e3 f5 37. g3 K-f6 38. f4 N-g7 39. K-f3 b5 40. N-e3 (sure a game for knights..) K-e6 41. g4 fxg4+ 42. Nxg4 K-d6 43. N-h6! N-e8 44. f5 N-f6 45. K-f4 a5 46. B-d1 b4 (this can be ignored!) 47. B-c2 B-e8 48. N-g4 K-e7 49. N-e5 bxc3 50. bxc3 K-d6 51. K-g5 K-e7 52. Ng6+ K-f7 53. K-h6! (forcing black to lose a tempo with the knight or suffer N-h8+ & further penetration)...N-g4+, 54. K-g5 N-f6 55. K-f4 N-d7 56. B-a4! N-b6 (what else..?) 57. Bxe8+ Kxe8 58. K-e5 K-f7 59. N-f4 --- 1-0. This position was left set up for some time after the conclusion and Dr. Popel wandered by and glanced at it... and said "Black is lost!!" ah yes quite true and thank You for the comment and the system !.

Now for a game that surely deserved the 'upset' prize !...

White: Edward Lutgen 1606 Round 5 Board 9 Black: Steven Turmo 2008

1. e4 e5 2. N-f3 N-c6 3. B-b5 a6 4. B-a4 N-f6 5. N-c3 (this is quieter than 5. 0-0 but does stop the Open Variation with 5...Nxe4)...b5 6. B-b3 B-c5 (the Cordel/Graz Variation Ruy Lopez offers black practical chances despite the frowns of the theorists...)7. 0-0 d6 8. d3 (white really does need c3 & d4)...h6 (avoiding an awkward pin but wasting time, hence a 50-50decision) 9. N-d5! 0-0 10. N-e3 (why wait around for B-e6 ?)...Q-e7 11. N-h4 (eyeing the King-side...weakened by the absence of the black-squared bishop)...B-e6 12. Q-f3 ?!(premature...12. N/h-f5! Bxf5 13. Nxf5 Q-d7 14. c3!)...N-d4 13. Q-d1 Nxe4?! (if now 14. N-g6 fxg6 15. dxe4 Nxb3 16. axb3 and black stands slightly better, but...) 14. Bxe6!!fxe6 (since 14...Nxe6 fails to 15. N/h4f5 & 16. dxe4 and the move played does to,13..Nxe4 cannot be 'good') 15. N-g6 Q-f7 16. Nxf8 N-f6 17. Nxe6 Nxe6 18. c3! (finnally!) R-f8 19. N-f5 N-d5 20. d4 exd4 21. Nxd4 N/e-f4 22. B-e3 (see, there is no rush to develop one's Queen Bishop !)... Q-g6 23. Q-f3 (simple and good, having won the strategic battle white must be careful not to lose the tactical battle.)...Bxd4 24. Bxd4 R-f5 25. h3 R-g5(when nothing works right...anything is playable) 26. K-h1 Nxg2 (try something...) 27. R-g1 N/d-f4 28.B-e3 ...1-0. as black lost on time !

DID YOU KNOW ?
by Brent Askvig

+ Jose Raul Capablanca earned the name of "the Chess Machine" because of his calm, quick, and calculated responses at the chess board, especially in the endgame.

+ Capablanca learned the Chess moves by watching his father when he was only four years old.

+ At the age of 13, Capablanca defeated J. Corzo, then Cuba's strongest player, in a match by a score of 7 - 6.

+ When he was 25 years old, Capablanca was given the position of Commercial Attache in the Foreign Office by the Cuban government. He had very few official duties so that he could concentrate on Chess.

+ From 1916 until 1924, Capablanca never lost a game of Chess!!

+ Capablanca defeated Lasker in 1921 for the World Chess Championship. He held that title until 1927 when Alekhine wrested the Championship from him in a hard fought battle.

+ Capablanca himself did not own a Chess set until just a few months before his death when he had to purchase one to prepare for his radio show.

+ In his early days Capablanca played a serious match in which he averaged 92 moves per hour!! He won the match.

Next time: Louis Paulsen (1833-1891)

* *

Never Say Die!!!

This postal game starts as many do - slow and sure as each side feels out the other. White plays sloppily in the middle game and becomes tied down to defense. Finally, two pawns down White is ready to give in, until Black gets over anxious with his pawn push. The ending shows the power of doubled rooks on the seventh rank.

Askvig - Bledsoe Colle System Postal Skittles Game 1981
1.d4 d5 2.Nf3 Nf6 3.g3 Bf5 4.Nbd2 c5 5.Bg2 Nc6 6.c3 e6 7.0-0 Bd6 8.Re1 0-0 9.e3 e5 10.Nh4 Be4 11.dc5 Bc5 12.c4?(Ne4) Bg2 13.Ng2 Bb4 14.Qc2 Rc8 15.Rd1 Qe7 16.Nb3 Na5 17.Na5 Ba5 18. b3 b5 19.a4 bc4 20.Ne1 Qb7 21.Rb1 Qa6 22.e4!? cb3 23.Qb3 de4 24.Nc2 Qe2 25.Ne3 Ng4 26.Rb2 Qf3 27.Nd5 Qb3 28.Rb3 Rc2 29.Ne3 Ne3 30.Be3 e6 31.Rb7 h6 32.Rd6 f5?? 33.Rdd7 and Black resigned in light of 33...Rfc8 34.Rg7+ and A)...Kh8 35.Rh7+ Kg8 36.Rbg7+ Kf8 37.Bh6! and mate follows OR B)...Kf8 35.Rbf7+ ke8 36.Re7+ Kd8 37.Rd7+ Ke8 38.Rge7+ Kf8 39.Bh6+ Kg8 40.Rg7+ Kf8 41.Rh7+ Ke8 (Ke8 allows Rhe7++) 42.Rdg7+ Kf8 43.Rh8++

Games from the 6th Bismarck Open

Ron Schauer - Tom Lipp Scotch Opening
1.P-K4 P-K4 2.N-KB3 N-QB3 3.P-Q4 N-B3 4.P-Q5 N-N5 5.P-QR3 N-R3 6.BxN PxB 7.N-B3 P-Q3 8.O-O B-N5 9.P-R3 BxN 10.QxB P-B3 11.Q-Q3 O-O 12.PxP PxBP 13.B-K3 B-K2 14.P-KB4 PxP 15.bxP O-O 16.N-Q5 NxN 17.PxN Q-N4 18.QxP QxQP 19.B-R6 Q-Q5+ 20.K-R1 B-B3 21.QR-Q1 QPxP 22.B-B4 QxBP 23.BxP R-Q1 24.RxB QxR+ 25.K-R2 RxB 26.RxR Q-K7 27.Q-N5 P-N3 28.Q-QR5 Q-N4 29.RxP QxQ 30.RxQ P-R3 and the game was drawn at move 45. ½ - ½

Silvano Bentzel - Ron Schauer Irregular Opening
1.P-K3 P-K4 2.P-QB4 P-KB4 3.P-KR4 N-KB3 4.P-R5 P-Q3 5.P-QN3 B-K3 6.B-N2 QN-Q2 7. P-KB4 PxP 8.PxP Q-K2 9.Q-K2 0-0-0 10.P-N3 Q-B2 11.O-K3 R-K1 12.QxP B-Q4+ 13.B-K5 BxR 14.Q-R8+ N-N1 15.P-Q4 PxB 16.QPxP NxRP 17.P-R4 B-Q3 18.B-K2 BxP 19.PxB RxP 20.P-R5 NxP 21.K-Q1 NxB 22.NxN R-Q1+ 23.N-Q2 B-B6 24.P-R6 BxN+ 25.K-B2 PxP 26.RxP Q-Q2 27.N-N1 Q-Q6+ 28.K-N2 B-B6 0 - 1

Tom Lipp - Jerry Triggs English Opening
1.c4 c5 2.g3 Nc6 3.Bg2 Nf6 4.Nf3 e6 5. e3 b6 6.d4 Bb7 7.O-O Qc7 8.Nc3 a6 9.b3 cd4 10.Nd4 Bc5 11.Ne4 Ne4 12.Be4 Nd4 13.Bb7 Qb7 14.ed4 Be7 15.Qg4 O-O 16.Rel d5 17.cd5 Qd5 18.Re5 Qd8 19.Bb2 Bf6 20.Re4 g6 21.Rc1 Bg7 22.Qe2 b5 23.Ba3 Re8 24.Bc5 Qd5 25.b4 Rec8 26.f3 Rc6 27.Rd1 Rac8 28.Re3 Rd8 29.Red3 Qc4 30.Qe4 R6c8 31.a3 Ra8 32.d5 Qe4 33.fe4 ed5 34.ed5 a5 35.d6 ab4 36.ab4 Rd7 37.Re3 Kf8 38.Re2 Rad8 39.Red2 Be5 40.Bb6 Ra8 41.Bc7 Bc3 42.Rd5 Bb4 43.Rb5 Bc3 44.Rb8+ Rb8 45.Bb8 f6 46.Rc1 Be5 47.Rc8+ Kf7 48.Rh8 Ke6 49.Re8+ Kd5 50.Re7 Kc6 51.Re6 Kb7 52.Re7 Kc8 53.Bc7 Re7 54.de7 Kd7 55.Be5 fe5 56.Kf2 Ke7 57.Ke3 Kf6 58.Ke4 h5 59.h3 Ke6 60.g4 hg4 0 - 1

6th Bismarck Open , September 24, 1983

RESULTS

		1.	2.	3.	4.	5.	Total	
1. Jerry Triggs	1771	X	1	1	1	1	4	$25.00
2. Ron Schauer	1802	0	X	½	1	1	2½	$12.50
3. Tom Lipp	1452	0	½	X	½	1	2	$10.50
4. Silvano Bentzel	1367	0	0	½	X	1	1½	
5. Joe Gagnor	1257	0	0	0	0	X	0	

Sponsored by the Central Dakota Chess Club. Directed by Brent Askvig.

WILMINGTON CHESS CLUB
5110 Keats Place
Wilmington, N.C. 28405
(tel. # 1-919-791-5662)

We challenge any interested chess club in your state to play two games via long distance telephone calls. We propose that both clubs have a maximum time of one week to study the two positions and decide its moves, and then communicate the moves on the weekend in a brief, inexpensive 1-minute call when the telephone rates are lowest. (Time zones' 60% weekend discount charge for a 1-minute call to Wilmington: Eastern 24¢, Central 25¢, Mountain 25¢, and Pacific 29¢.....just pennies to transmit our moves!) Also, for the convenience of our interstate opponents, our club has an automatic telephone answering machine that receives their chess moves. The message time for callers (after the sound of the tone) is 20 seconds. This is adequate time for chess moves, including "if" moves, providing the club's caller is concise. Of course, the club's initial call must include (at the beginning of the message) a member's name, area code, and telephone number. Thereafter only the member's name at the beginning of the message is necessary to identify the club moves being recorded.

We are playing 1.P-K4 in GAME 1. (If 1...P-K4, 2.N-KB3. If then 2...N-QB3, 3.B-N5)

The opponent club has White in GAME 2. (If 1.P-K4, 1...P-QB4. If then 2.N-KB3, 2...P-Q3. If then 3.P-Q4, 3...PxP. If then 4.NxP, 4...N-KB3. If then 5.N-QB3, 5...P-QR3.

Or if 1.P-Q4, 1...N-KB3. If then 2.P-QB4, 2...P-KN3. If then 3.N-QB3, 3...B-N2. If then 4.P-K4, 4...P-Q3. If then 5.P-B3, 5...O-O.)

The chess club accepting our challenge, of course, is free to play any defence or opening it decides on. We are just including the above "if" moves in case the club wanted to play them and save both time & telephone charges in opening the games.

POSTAL TOURNAMENT

More than half of the games in the 1983 North Dakota Postal Chess Championship have been completed (as per reports received by Oct. 31). Looks like Mike Sprague and Rick Case are running away with the championship. Each has three victories reported thus far. Gerry Fischtner could very well be the dark horse in the event though. Like Mike, he has no losses or draws. Another contender is R. L. Laux-Bachand with only one loss.

Here's a game apiece by the two leaders-- Sprague and Case.

As much as I dislike doing it, I'm here printing my loss with Michael. White: M. Sprague; Black: M. Sopko. (April through September 1983)

1. d4 Nf6 2. Nf3 g6 3. Bg5 Bg7 4. e3 c5 I wanted to transpose this into a Benko Gambit, but Mike wouldn't cooperate. 5. c3 cxd4 6. exd4 00 7. Be4 d5 8. Bd3 Nc6 9. 00 Bg4 10. Nbd2 Qc7 11. h3 Bd7 12. Re1 Rf38 13. Ne5 h6 14. Bh4 Be6? 15. Nxg6 fxg6 16. gxh3 fxg6 17. Bxg6 (that's the move I overlooked). 17...Rf8 18. Qe2 Qf4 19. Bg3 Qg5 20. Bc2 h5 (a futile attempt to attack the pinned bishop). 21. Nf3 Qh6 22. Nh4. Here I found several ways for white to cause misery for black and I attempted to put a stop to what seemed to be the most serious threat -- posting the queen at e6. So I played 22. Nd8? 23. Nf5 So here's where I resigned; why use more stamps on a lost game? The best I could try for (in my opinion) was: 23....Qg5 24. Nxe7 Kh8 25. Ng6 Kg8 26 Nxf8 Kxf8 and that's a depressing material shortage -- not to mention the potential mate still in the works.

I did better in the following game. Rick Case's string of victories was ended with this result. White: M. Sopko; Black: R. Case. Najdorf Sicilian.

1. e4 c5
2. Nf3 d6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 a6
6. Be2 e6
7. 00 Qc7
8. f4 Nc6
9. Nf3 Be7
10. Be3 Ng4
11. Bf2 Nxf2
12. Rxf2 b5
13. a3 Bb7
14. Bd3 00
15. Ne2 Rfd8
16. c3 e5
17. Qc2 exf4
18. Nxf4 Ne5
19. Nd5 Bxd5
20. exd5 Nxd3
21. Qxd3 Bf6
22. Re2 Qd7
23. Rael Rde8
24. Rxe8 Rxe8
25. Rxe8 Qxe8
26. Kf2
DRAW AGREED

	1	2	3	4	5	6	7
1. Rick Case	x	1	1	1	½		
2. Brent Askvig	0	x	1			0	0
3. LaMoyne Splichal	0	0	x	½			0
4. R.L. Laux-Bachand	0		½	x	1		
5. Marv Sopko	½			0	x		0
6. Gerry Fischtner		1				x	
7. Michael Sprague		1	1		1		x

Game results as of Oct. 31, 1983. 10 games in progress.

POSTAL CHESS REPORT notes by R. Case & M. Sprague

White; LaMoyne Splichal Black: Rick Case

1. d4 N-f6 2. c4 e6 3. N-c3 B-b4 4. B-g5 (the Leningrad Var., made famous by Spassky in the 50's, has fallen into disfavor...4. e3 is std.)...h6 5. B-h4 c5 6. e3 Q-a5 7. Q-c2 d6 (7...N-e4? 8. Qxe4 Bxc3+ 9. K-d1!) 8. Bxf6 gxf6 9. B-d3 Bxc3+ ?(the start of a faulty plan...9...N-c6) 10. bxc3 cxd4 11. exd4 Qxg5 12.B-e4! f5 13. B-f3 N-c6 14. N-e2 ? (13.or14. N-h3!)..B-d7 15. 0-0 e5 16. Bxc6 Bxc6 17. d5 B-d7 18. f4! (limiting the scope of Black's Queen Bishop...)..Q-g6 19. R-f3 h5 20. R-e1 0-0-0 21. a4 R/D-g8 22. g3 ? (better is 22. R-f2 / Q-b2b/ R-b1&a5a4/)*) Q-g4 23. K-g2 h4 24. h3 Q-h5 25. R-h1 hxg3(w/ a large advantage for black) 26. Nxg3 exf4 27. Rxf4 Q-g5 28. Q-f2 R-h4 29. R-f1 R/g-h8 30. Rxf5 ! (crafty...if 30...Bxf5 31. Qxf5+ Qxf5 32. Nxf5, 33. Nxd6 & 34. Nxf7 certainly offers counterchances)..Q-h6! 31. Qxa7 ? (well 31. Rxf7 Bxh3+ is hopeless too)..Rxh3 32. Rxf7Rxg3+! 33. Resigns 0-1.

White: Michael Sprague Black: Marvin Sopko

1. d4 N-f6 2. N-f3 g6 3. B-g5 (gets one off the beaten tracks...)..B-g7 4. e3 c5 5. c3 cxd5 6. exd5 0-0 7. B-c4 d5 !? 8. B-d3 N-c6 9. 0-0 B-g4 10. N/b-d2 Q-c7 11. h3 B-d7! (quitecorrect, there is no need to concede the bishop pair, Black is a little crouded but quite solid) 12. R-e1 R/f-e8 13. N-e5 !? h6 (of course not 13...Nxe5? 14. dxe5 and the KingKnight is lost) 14. B-h4 B-e6 ? (Black would be a lot happier with 14....g4! 15. B-g3 Q-c8 16. N/d-f3 B-f5...) 15. Nxg6 ! Bxh3 ('rogue pieces'...) 16. gxh3 fxg6 17. Bxg6 R-f8 (and White's attack will arrive first...) 18. Q-e2 Q-f4 19. B-g3 Q-g5 20. B-c2 h5 21. N-f3 (have Knight..will travel !)..Q-h6 22. N-h4! N-d8 (Black cannot survive with 22...R/a-e8 23. Q-e6+ K-h8. 24. N-g6+ or 22...e5 23. dxe5) 23. N-f5 resigns 1-0. (if 23...Q-h8 24. Nxe7+ K-f7 25. B-g6 #.)

White: Brent Askvig Black: Michael Sprague

1. e4 N-f6 2. N-c3 !? c5 3. N-f3 D6 4. d4 cxd4 5. Nxd4 a6 6. B-g5 e6 (the Najdorf Sicilian/Richter-Rauser Attack ? Yes !!) 7.Q-f3 (an old-er move c.1950's... preference nowadays being given to 7. f4)..h6 8. B-h4 N/b-d7 9. 0-0-0 N-e5! (one of the drawbacks of 7. Q-f3...) 10. Q-e2 g5 11. B-g3 B-d7 (11...b5 is premature) 12. f3 (the first variation from theory..12. h4 R-g8 13. hxg5 hxg5 is fairly equal)..b5 13. a3 R-c8 (13...R-b8 threatening b4 is also interesting)or13...N-c4..) 14. Bxe5 ? (true, this does get rid of pesky Knight but Black gets a viselike grip on the center and an open diagonal for the King Bishop...13. B-f2 Rxc3! while 13. B-e1! would be better, I think)..dxe5 15. N-b3 Bxa3! (15...Rxc3 !? 16. Bxa3 Bxa3+ is unclear) 16. Nxb5 Bxb2+ ('rogue pieces'...) 17. Kxb2 axb5 18. Q-e3 (I thought 18. Q-d2 better as it threatens checks on d6 & b4...also it...?)..Q-c7 19. B-e2 ? (an oversight, after 19. B-d3 chances look equal...which is also the justification for 18. Q-d2, it guards the c-pawn)..Qxc2+ 19. resigns 0-1 (19. K-h3 R-c3! decides)

The Rules and their application...

(Or how well do you know your rights & privileges...?) by M. Sprague

At a chess tourney in Australia recently a Russian Grandmaster was playing an Aussie Master...when the Aussie (WEBB) went to castle Queenside the Russian (SUETEN) immediately objected!..."My rook controls the Queen*Knight file !"... Webb shrugged and said "That does not matter !..." (his King was not passing through check...) and Sueten said "Oh..." and settled back down to play chess...!

Which story raises an interesting question...given a certain situation at the chessboard would you know what your rights & obligations are ?. Test yourself on the following situations...:

SITUATION ONE : Your opponent is in bad time trouble and has not been recording moves, only dashes in their place...and realizes that he may have missed a few. He asks you if he has made time control and what the missing moves are. YOU (are) (are not) obligated to tell him and supply the missing moves.

SITUATION TWO: (related to #one !) You and your opponent are both in time trouble...he has been recording dashes for the last dozen moves.(You have been recording the moves!)... he thinks that he has made time control and you have not.(you are out of time...!)...He claims a time forfiet and cites his scoresheet (or yours...). You deny it and want to play on!...The T.D. comes and wants to see your scoresheet. You refuse...! and demand your opponent produce a correct scoresheet to claim forfiet. YOU (can) (cannot) refuse the T.D. or opponent the use of your scoresheet. YOU (can) (cannot) play on till your opponent produces a correct scoresheet.

SITUATION THREE : Your opponent has double-recorded a move on his scoresheet... and relaxes after making his 'fourty-fifth' move (45/2 hr. T.C.). You let him...and when his flag falls claim a time-forfiet with your correct scoresheet. He protests that you should have told him of the error and demands the right to make the missing move. YOU (do) (do not) have to tell him of the error. YOU (will) (will not) get the point.

SITUATION FOUR : The second time control is 15 moves in 30 minutes...you are on your 12th or thirteenth when the minute hand of your dial touches the thirty minute mark. Your opponent immediately stops the clock claiming a time forfiet. HE (is) (is not) correct. You (do) (do not) have the right to play on.

SITUATION FIVE : You are in bad time trouble...your opponent makes a blatantly immpossible move...(sets his king off in his ashtray) and punches the clock. YOU (a) jump up to get the T.D. (b) punch the clock right back to his time and demand that he make a legal move.

SITUATION SIX : You are deep in thought and reach out your hand to move a piece. ..noticing your opponent's keen look you look around for 'traps'. You see one!...and go to move another piece. Your opponent protests claiming 'touch-move'.YOU deny! You (do) (do not) have to take your opponent's word for what happened.(or move the piece in question) without witnesses. After you have won the game a witness does come forward and seems to uphold what your opponent was claiming...The result (will) (will not) stand.

***

ANSWERS: (Mostly from the pages of CHESS LIFE !) #ONE:...No obligation! #TWO:... You are right...You can refuse them both!...You can play on. #THREE: You do not and you certainly will. #FOUR: He is not correct...You play on. There has to be a clear white space between the hand and the mark. #FIVE : (b) if your sweet...if you go to argue on your time and run out of time you lose. You do not have to accept an illegal or impossible move on your time. #SIX : You do not. During the game you would have to go back to the position if indeed a witness can verify your opponent's claim. After the game the result stands irregardless ; of course you have a moral obligation to admit to a touch move if you did but you are under no obligation to take the opponent's word for it.

1983 PAN-AMERICAN

INTERCOLLEGIATE CHESS TEAM CHAMPIONSHIP

A NATIONAL EVENT ***** DECEMBER 26-30, WORCESTER, MA

***** $$4,000 GUARANTEED PRIZE FUND *****

Plus: Trophies to top 10 teams, top team in each rating category, top boards and alternate, top two-year college, and top small college (under 3000 enrollment). Numerous other awards will also be given.

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1983 PAN-AMS
WPI CHESS CLUB
WPI, BOX 2384
WORCESTER, MA 01609

HERE'S A GAME FROM THE NORTH DAKOTA OPEN. THE GAME ITSELF IS NOT ANYWAY INTERESTING; BUT I WAS FASCINATED BY SOME OF THE POSSIBILITIES.

(BY DON VARVEL)

(WHITE) JERRY TWIGGS (BLACK) S.A. POPEL

1.Nf3 Nf6 2.Ne5 (THIS IS NEITHER PARTICULARLY GOOD NOR PARTICULARLY BAD. IT CERTAINLY REDUCES WHITE'S OPTIONS, WITHOUT LIMITING BLACK'S.) 2. . . . d5 3.d4 (AS ANYONE EVER PLAYED e4 HERE? IF dxe THEN Nd5 LOOKS LIKE A BUDAPEST AND c4 MAY BE MET BY c5. BLACK CAN PLAY Nxe4, BUT 4.Nxf7 Kxf7 5.Nd5 MAY BE PLAYABLE.) 3. . . . c5 4.dxe (e4 DOESN'T LOOK PLAYABLE HERE BUT e3 IS AN ALTERNATIVE. AFTER Nc6 5.Bb5 A POSITION KNOWN FROM THE QUEEN'S GAMBIT AND NIMZOINDIAN IS REACHED, WITH COLORS REVERSED.) 4. . . . Nc6 (BLACK WANTS TO PLAY c4) 5.Bb5 cxd (IF c4; 6.Bxf6 gxf 7.Ne4 Qa5+ 8.c3 dxc 9.Nxc3 BxC3 AND I RATHER LIKE BLACK'S POSITION. 6.e4 (5.Be5 ONLY MAKES SENSE IF WHITE IS GOING TO PLAY THIS. e3 MAY NOT FAVOR BLACK BUT IT CAN'T FAVOR WHITE.) 6. . . . c4 (I HAVE A VAGUE MEMORY OF SOME PUPIL PLAYING SOMETHING SIMILAR AGAINST ME IN A TCHIGORIN DEFENSE 1.Nf3 Nc6 2.d4 d5 3.c4 dxc 4.e3 OR SOMETHING LIKE THAT, THE COLORS WERE REVERSED, AND I GOT CRUSHED. HE'S BEEN IN THIS SORT OF POSITION BEFORE. I THOUGHT AT FIRST WHITE SHOULD PLAY THE TCHIGORANESQUE MOVE 7.Ne4, WITH THE USUAL WILD POSSIBILITIES; Qa5+ 8.c3 b5 9.b4!, SACRAFICING THE KNIGHT FOR SOME CENTER PAWNS. BLACK IS OK IN THAT LINE. BUT MAY SIMPLY TRANSPOSE INTO THE GAME WITH 8. . . . dxc. THE MOST SIGNIFICANT MOVE HERE IS 7.e5!? THEN Nxe5 LOSES TO 8.Nxe5 dxe3 9.cxd8+ Kxd8 10.Nxf7+. IF 7. . . . dxc3 THEN 8.Qxd8+ Nxd8 9.exf6 WITH A COMPLICATED POSITION. THAT'S A COPOUT. I HAVE NO IDEA WHO IS FAVORED. HELP!!! OTHER POSSIBILITIES FOR BLACK ARE 7. . . . Qa5 AND 7. . . . b6, EACH OF WHICH IS VERY COMPLICATED; FINALLY, WHITE MAY PLAY 7. Bxf6 INSTEAD OF e5, ALSO WITH GREAT COMPLICATIONS; . . . gxf6 8.e5?! Nxe5 9.Bc5+!) 7.Nb1? (THIS IS AT LEAST BETTER THAN Ne4.) 7. . . . Qa5+! (BREAKS THE PIN.) 8.c3? (WHITE CAN AND SHOULD GET A PLAYABLE GAME WITH Bd2. A POSSIBLE LINE IS Qxc5 9.Bd3 AND WHILE BLACK CERTAINLY HAS AS ADVANTAGE, THE MATERIAL IS EVEN AND WHITE CAN AIM FOR AN EVENTUAL c2-c3. IF THE KNIGHT WERE ON e4 RATHER THAN b1, WHITE WOULD BE FORCED TO PLAY c3 HERE HE HAS A CHOICE.) 8. . . . Dxc3 9.Nxc3 Nxe4! (OF COURSE) 10.Bb5?! (NOTHING ELSE IS ANY GOOD.) 10. . . . Nxc3 11.Bxc6+ 11. . . . Bxc6 12.Qf3! Ba6!? (I EXPECTED Bxc5. BOTH SIDES WOULD CASTLE K-S AND BLACK WOULD HAVE AN EXTRA PAWN AND THE TWO BISHOPS AHEAD, POPEL PLAYS FOR HIGHER STAKES BY PREVENTING CASTLING. OF COURSE IF Qxc5?? 13.Qa8 MATE AND Nc5?? 13.Qxe5. 12. . . . f6 DOESN'T DO MUCH.) 13.Rd1! (HERE I EXPECTED Ne5?! WHEN Bxc5 ALLOWS A MATE IN TWO. PROBABLY BEST IS Qc7 14. Qxc3 f6. WINNING A PIECE, THE MOVE PLAYED SEEMS BETTER.) 13. . . . Bxc5; 14.Bxc3 (IF 14 . . . THEN OF COURSE Bxb4. HOWEVER, SURELY Qd7+ Kf1 15.Ba2 MUST BE TRIED. A POSSIBLE LINE IS Bxf2?! 15.Kxf2 Nxd1+ Rxd1 Qb5 17.Bb3! Qa2+? 18.Kg1 CASTLED AT LAST f6 19.Re1 AND THERE'S STILL ROOM FOR BLACK TO GO WRONG. NOW THE GAME IS OVER.) 14. . . . Qb5 15.Bd2 f6 16.Bd2 Bc4 17.a4 Qb6 18.Nc4 Bxd4 19.cxd4 Bb3 20.Qe4 Bxd1 21.Qxe4+ Kh8 22.Kxd1 Qb1+ 23.Bc1 Nf3# 24.Kc2 Rac8 25.Rf1 Qe4 26.Bb3 Qxg2 27.Ke2 c5 28.Rb1 Qxh2 29.Bh8 Qxf2+ WHITE RESIGNS.

(12)

19th N.D. Open

Peters (1931) B.Jelland (1805)

1.c4 Nf6 2.Nc3 e6 3.e4 d5 4.e5 Nfd7 5.d4 (all book so far) 5. ... b54 (a sicilian move 5. ... dc or c5 are standard) 6.b54 (now we are playing a type of French Defense!) 6. ... c5 (accepting white's challenge; 6. ... Bf8 was indicated) 7.dg7 (I spent ten minutes visualizing my attack.) 7. ... Rf8 8.cd (another ten minutes used! I wanted to assure myself that I could at worst force a better endgame for myself) 8. ... cd 9.de fe (apparently best for black) 10.Bg5 Qc7 11.Be2 dc (loses material but if 11. ... Bc5 12.Nb1 ! best is 11. ... Qe5 12.Be3 Ne4 13.Bh5 Ng6 14.a3 dc 15.ab cc 16.Rb1 books at top white.)

Just a note from John Peters of Grand Forks.
Here is what information I have on recently departed NDCA members: Jerry Schneider left for Aviano, Italy in mid July and Darwin Buening departed for greener pastures in Salt Lake City, Utah, during September.

North Dakota N.E. Regional Closed Champ.
Held 9/3/83 at Grand Forks.

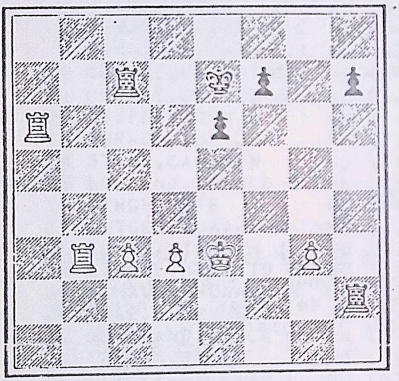
No.	Name	before	after					Total
1.	John Peters	1931	1931	X	W	W	L	2
2.	John Kasper	1792	1792	L	X	D	W	1.5
3.	Darwin Bewning	1762	1767	L	D	X	W	1.5
4.	Tony Schweiger	1672	1676	W	L	L	X	1

North Dakota Open 1983
(White) Erik Knutson (Black) Ron Schauer
---annotated by Knutson

1.e4 e5 2.Nf3 Nf6 3.Ne5 d6 4.Nf3 Ne4 5.d4 d5 6.Bd3 Bb4 7.0-0 Bd6 (e7 is a preferable placement of the bishop, from where it may block exposure on the e-file, to better aid kingside defense, and not get in the way during queenside actions. On d6, the bishop has some attacking chances, but on Y, against errant P &c.) 8.c4 c5 9.Nc3 (a also good.) 10.cd cd 11.Qa4 (a tactical sneak to the pin on the Knight at f3.) 11. ... Nc6 12.Ne5 Be5 13.de Nc3 (If ... 0-0 is more adventuresome and appears to give black the better game. Black need not fear 14.f3 because of 14. ... Qb6 15.Kh1 Nc2, and if white does not surrender the exchange, smothered mate follows 16.Rg1 Nh3 17.Kh1 Qg1 18.Rg1 Nf2 mate.) 14.bc 0-0 15.f4 Qd7 (with the threat of ... Nd3.) 16.Ba3 Rfc8 17.Bb5 a6 18.Bc6 Qc6 19.Qc6 bc 20.Bc5 (preventing ... d4. The game seems drawn because of the opposite colored bishops but white has some (substantial positional advantages to exploit.) 20. ... Kf7 21.Rfe1 Rab8 22.Rab1 Rab8 23.a4! (taking b5 away from black and gaining control of the b-file.) 23. ... Bh5 24.Bd6 Ra8 25.Rb7 (penetrating behind enemy lines and threatening Re7 mate among other things.) 25. ... Rd7 26.Reb1 (Rb6 would win a pawn EG: ... Rc8 27.Ra6 R87.) 26. ... Bg6 27.Kf2 h6 28.Rb8 Rd8 29.Rd8 Rd8 30.Rb7 Rd7 31.Rb8 Kf7 32.Bc5! Black Resigns. (Leverage along the b-file in conjuntion with an active bishop pays off and culminates in the win of decisive material. The threat is d6. Bc5! is a rare tactical action which exerts itself by exiting the zone of contention. This is made possible by black's paralysis.)

57TH US OPEN CHAMPIONSHIP (1956)
JULY 17-28
ROUND 11 OF A 12 ROUND SWISS
(WHITE) ROBERT FISCHER (BLACK) STEPAN POPEL

KING'S INDIAN REVERSED
1.N-KB3 N-KB3 2.P-KN3 P-KN3 3.B-N2 B-N2 4.O-O O-O 5.P-Q3 P-Q3 6.P-K4 P-B4 7.QN-Q2 N-B3 8.P-QR4 P-QR3 9.N-B4 R-N1 10.P-R5 B-K3 11.N/3-Q2 P-Q4 12.PXP BXP 13.N-N3 BXB 14.KXB N-Q5 15.NXN PXN 16.B-B4 R-B1 17.B-K5 Q-Q4+ 18.Q-B3 QXQ+ 19.KXQ N-Q4 20.BXB KXB 21.KR-K1 P-K3 22.R-R3 KR-Q1 23.R-N3 R-B2 24.K-K2 N-K2 25.K-Q2 N-B3 26.R-N6 R-Q4 27.R-QR1 K-B1 28.R-R3 K-K2 29.R/3-N3 N-Q1 30.P-B4 P-N4 31.PXP RXNP 32.N-Q6 R/4-Q3 33.P-B4 PXP(EP)+ 34.PXP RXRP 35.NXNP R-R7+ 36.K-K3 RXRP 37.NXN KXN 38.RXRP K-K2 1/2 - 1/2.



WORLD CHAMPIONS

WILHELM STEINITZ	(AUSTRIA)	1886-1894
EMMANUEL LASKER	(GERMANY)	1894-1921
JOSE RAUL CAPABLANCA	(CUBA)	1921-1927
ALEXANDER ALEKHINE	(RUSSIA)	1927-1935
MAX EUWE	(HOLLAND)	1935-1937
ALEXANDER ALEKHINE	(RUSSIA)	1937-1946
MIKHAIL BOTVINNIK	(USSR)	1946-1957
VASSILY SMYSLOV	(USSR)	1957-1958
MIKHAIL BOTVINNIK	(USSR)	1958-1960
MIKHAIL TAL	(USSR)	1960-1961
MIKHAIL BOTVINNIK	(USSR)	1961-1963
TIGRAN PETROSIAN	(USSR)	1963-1969
BORRIS SPASSKY	(USSR)	1969-1972
ROBERT FISCHER	(USA)	1972-1975
ANATOLY KARPOV	(USSR)	1975-

The 19th North Dakota Open was played on the first weekend of November. Forty of Chess's finest came to the fine facilities of NDSU to battle for rating points and prizes. After the smoke and dust of 5 long rounds had finally cleared, North Dakota's own Stephan Popel of Fargo had pocketed yet another ND Open.

Before round #6 past NDCA President Ron Schauer presented Professor Popel with a plaque from NDCA inducting him as the charater member of NDCA's Chess Hall of Fame. Congratulations Mr. Popel.

19 th NORTH DAKOTA OPEN held at NDSU

	PLAYER	ST	PRE RTNG	POST RTNG	1	2	3	4	5	6	TOT
1	POPEL,STEPHAN ANT	ND	2140	2156	W23	D-5	W29	D-4	W12	W-2	5.0
2	KERKAY,EUGENE	MN	2116	2128	W13	W28	W11	W-3	D-4	L-1	4.5
3	KNUTSON,ERIK	ND	2074	2069	W14	W20	W-7	L-2	D-5	W16	4.5
4	PETERS,JOHN W	ND	1931	1983	W-9	W19	W22	D-1	D-2	D-5	4.5
5	EIK,STEVEN K	ND	1885	1952	W38	D-1	W-8	W-6	D-3	D-4	4.5
6	SORENSON,KNUTE	MN	1958	1973	H--	W16	W17	L-5	W23	D10	4.0
7	HANSON,LYLE	ND	1918	1911	W21	W30	L-3	D14	D-8	W17	4.0
8	SPRAGUE,MICHAEL	ND	1710	1740	H--	W40	L-5	W35	D-7	W20	4.0
9	KING,ANDREW J	ND	1683	1721	L-4	W31	L12	W26	W19	W23	4.0
10	SCHWAIGER,ANTHONY	ND	1676	1746	L11	W37	W30	D20	W22	D-6	4.0
11	FAUSKE,GERALD M	ND	1922	1924	W10	W12	L-2	D23	L16	W24	3.5
12	KASPER,JOHN D	ND	1792	1811	W37	L11	W-9	W27	L-1	D14	3.5
13	BURROW,TOM J	MN	1759	1773	L-2	W32	L18	W31	W29	D15	3.5
14	STARR,CAMERON	ND	1746	1776	L-3	W36	W28	D-7	D20	D12	3.5
15	BOLLAND,ARNOLD G	MN	1701	1717	L18	W39	L20	W21	W30	D13	3.5
16	BERGH,JEFF	ND	1694	1790	W27	L-6	W19	D22	W11	L-3	3.5
17	LUTGEN,EDWARD M	ND	1621	1651	H--	W33	L-6	W25	W18	L-7	3.5
18	TURMO,STEPHEN J	ND	2021	1978	W15	L22	W13	U--	L17	W32	3.0
19	LINDSETH,DAVID O	ND	1794	1767	W39	L-4	L16	W36	L-9	W33	3.0
20	SCHAUER,RONALD R	ND	1777	1772	W26	L-3	W15	D10	D14	L-8	3.0
21	HOWE,H HERBERT	ND	1548	1547	L-7	L23	W39	L15	W37	W35	3.0
22	BJELLAND,BRUCE W	MN	1605	1824	W32	W18	L-4	D16	L10	U--	2.5
23	TRIGGS,JERRY	ND	1798	1776	L-1	W21	W26	D11	L-6	L-9	2.5
24	LEMLER,WILLIAM L	SD	1576	1552	H--	L35	W34	D29	D25	L11	2.5
25	MATHEWS,ARNOLD G	SD	1373	1380	H--	L29	W40	L17	D24	D26	2.5
26	HUSEN,ERIC	ND	1242/6	1341	L20	B--	L23	L-9	W36	D25	2.5
27	HEIMARCK,JON	ND	1935	1902	L16	W36	W35	L12	U--	U--	2.0
28	GOZUM,EKREM	MN	1855	1834	W36	L-2	L14	W32	U--	U--	2.0
29	SILAS,JEFFREY	MN	1600	1779	H--	W25	L-1	D24	L13	U--	2.0
30	LANGSETH,DU WAYNE	ND	1780	1743	W31	L-7	L10	W34	L15	U--	2.0
31	SCHAUER,TOM	ND	1376/3	1360	L30	L-9	W38	L13	L32	W39	2.0
32	DICKSON,JON L	ND	1312/5	1440	L22	L13	W37	L28	W31	L18	2.0
33	WILSON,SCOTT	ND	1137/6	1223	H--	L17	L36	W40	D35	L19	2.0
34	WANNER,CHRISTOPHE	MN	993	1019	B--	U--	L24	L30	W38	U--	2.0
35	WATSON,JEFF A	ND	0	1445	H--	W24	L27	L-8	D33	L21	2.0
36	BUERKLE,ROGER M	ND	1465	1436	L28	L27	W33	L19	L26	D37	1.5
37	JERESKA,DEAN K	ND	0	1337	L12	L10	L32	W39	L21	D36	1.5
38	SALVESON,JEFFREY	ND	1328	1283	L-5	L14	L31	B--	L34	U--	1.0
39	VARVEL,ANDREW	ND	0	1135	L19	L15	L21	L37	X--	L31	1.0
40	MASTRUD,A C	MN	1126	1108	H--	L-8	L25	L33	F--	U--	.5

IMPROVING YOUR CHESS

BY NATIONAL MASTER ROBERT M. SNYDER

One of the most common questions asked of a professional chess instructor is how a player should go about improving his game. There are three basic ingredients that go into improving your game in the most effective matter.

The first ingredient is study. It is said that more books have been written on chess than all other games combined. It is advisable to take advantage of this. You can begin by selecting several good books and purchasing them.

The lower rated player should select a few openings and learn them well. Don't try to learn more openings than you are capable of handling effectively. Know th main lines of your opening system and understand the ideas behind the moves. For the lower rated player or beginner there are two excellent books published; 1) IDEAS BEHIND THE CHESS OPENINGS, by Reuben Fine, Published by Tartan, and 2) THE PENGUIN BOOK OF CHESS OPENINGS, by W. R. Hartston, Published by Penguin Books.

For middlegame tactics an excellent book to use is 1001 WINNING CHESS SACRIFICES AND COMBINATIONS, by Fred Reinfeld, Published by Wilshire Book Company. This book is useful to all levels of players. You should study from this book by spending no more than about five minutes trying to solve any one problem. If after about five minutes you haven't found the best move then go to the back of the book and go over the solution. Don't spend all day trying to solve one problem. The key to improving your tactical ability is to learn from a variety of different positions containing important tactical themes.

There are several good endgame books available to the lower rated player; 1) A GUIDE TO CHESS ENDINGS, by Euwe and Hooper, Published by Dover, 2) CAPABLANCA'S BEST CHESS ENDINGS, by Irving Chernev, and 3) PRACTICAL CHESS ENDINGS, by Paul Keres. The beginner should start off by learning the most simplified basic chess endings (such as mate with K & Q vs. K, K & R vs. K, then K & P vs. K, etc....). After learning the basic endgame positions then it is time to move into the more complicated endgames such as those found in CAPABLANCA'S BEST CHESS ENDINGS.

There are a large number of books available to contain analyzed master games. Go over and study games played by the masters. They contain elements found in all parts of the game and help tie your studies together. When studying master games don't try and rush through them. Take the time to gain an understanding of what is going on in the game. A couple of examples of excellent game collection books are; 1) 500 MASTER GAMES OF CHESS, by Tartakower and Du Mont, Published by Dover, and for the lower rated player 2) LOGICAL CHESS, MOVE BY MOVE, By Chernev, Published by Simon and Schuster.

(more)

The second ingredient is to receive instruction from a strong and experienced chess instructor. Your instructor can analyze your games and point out improvements in your play, give you problems in middlegame and endgame positions and help you set up a sound opening system.

The third ingredient is play. For the developing chess player practical experience is a must. By playing you can put your ideas and knowledge to a test that has been gained from your study and instruction. Learning by trial and error may seem like a slow way to learn, but it is a necessary part of developing your game.

You should seek out players who are better than yourself. When your game is completed it is a good idea to go back over it and find your errors. For the lower rated player playing off hand games for fun is good. However, after learning the basics of the game it becomes important to get involved with rated tournament competition.

Five minute (or speed) chess played with a clock is a good way to sharpen up your tactical skills. Correspondence chess (chess by mail) allows for in-depth analysis without the pressures of a fast time limit. Many of the world's greatest players gained much of their skill by playing correspondence chess.

One of the best places to start is to join your local chess club. That can lead to tournament play and many years of pleasure at the chessboard. You should also consider joining any chess classes if they are offered in your community.

(end)

SNYDER'S CHESS SERVICES

GAMES AND POSITIONS ANALYZED BY MAIL - Write for complete details and enclose a self addressed and stamped envelope.
PRIVATE LESSONS AND GROUP CLASSES - For local chessplayers.
SIMULTANEOUS EXHIBITIONS - Given and Clubs, Stores and Schools.
CHESS WITH ROBERT SNYDER - Contact your local educational Television Station and request that they show "Chess With Robert Snyder".

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CORRESPONDENCE: THE IDEAL CHESS

by Robert Snyder

Correspondence chess has been known to have been played as far back as the 13th century, between noblemen and kings. It is largely responsible for the development of many of the worlds greatest players; both Alekhine and Keres played correspondence in their early development as players. It allows for the highest level of play as far as time goes, five minute chess is to over the board tournaments as OTB tournaments are to correspondence play. Yet, in the United States, little attention is payed to Master level correspondence play. I recently started play in the ICCF IX Olympiad as 4th board for the U.S. team. I wasn't too surprised to find out that almost no one had heard of a correspondence Olympic team, much less that our team is now in the final s in the VIII Olympiad!

I recently completed a fine example of correspondence play in my game against master level player Reiner Stach who, in 1976, won the Championship of Frankfurt, Germany and had a plus score at an international tournament in Kiel, 1976.

ICCF MASTER TOURNAMENT
September 1976 to June, 1977

White: Reiner Stach (Federal Republic of Germany) Black: Robert Snyder (US)

1.	d4	Nf6
2.	c4	e6
3.	g3	d5
4.	Bg2	dc

I feel it is best to capture the pawn at this point. In the Queen's Gambit Accepted, White would be able to recapture his pawn with KB. With this bishop fianchettoed, this is no longer possible, so White must use his queen if he wants to recapture his pawn. The main alternative was the passive 4...Be7.

5. Qa4+ Nbd7

This is the best move. The main alternative is 5...Bd7 6. Qc4 Bc6 7. Nf3 where Black will have difficulty using his pawns actively.

6. Nd2 ...

White wants to recapture the pawn with his knight and gain a strong foothold on e5. More usual are 6. Qc4 or 6. Nf3.

6. ... c6!

It is a wonder that this move was last seen in 1950. Most books give 6...c5 as the main line and White ends up with an edge. The text prevents 7. Nc4 b5 etc., and cuts down on the scope of White's fianchettoed bishop.

7. Qc4 ...

White must capture the pawn or else Black plays b5.

7. ... e5

Black obtains complete equality with this natural thematic thrust which frees his game.

8. de ...

Black has no problems with the alternative 8. Ngf3 Nb6 (not 8...Bd6 9. Ng5! Qe7 10. Nde4 or 9...0-0 10. Ne6!) 9. Qd3 ed 10. Nd4 Be7 11. 0-0 0-0 with equality.

8. ... Ne5
9. Qc3 Bd6
10. Ngf3 ...

It does White no good to try and obtain a pawn center with 10. f4?! Ng6 11. c4 0-0 12. e5 Be5 13. fe Ne5 and Black has more than enough compensation for the sacrificed material.

10. ... Qe7
11. 0-0 0-0
12. Ne5 Be5
13. Qc2 Bg4

Here Smyslov-Keres, USSR Championship 1950 went 13...Bc7 14. e4 Re8 15. b3 Bg4 16. Nc4 Rad8 with about equal chances. I feel that the text is more accurate.

14. Nf3 ...

White could maintain equality with the more active 14. Nc4 Bc7.

14. ... Bc7
15. b3 ...

White intends to try and improve on the game Junge-Keres Salzburg 1942 which continued 15. Be3 Rfe8 16. Rfe1 Ba5 17. Bd2 Bb6 18. Bc3 Rad8 where Black is better. With the text, White seeks a more effective diagonal for his bishop.

15. ... Rfe8

Bringing the rook onto an open file with a threat working twice to weaken on the White squares.

16. e3 Rad8

Black has found ideal squares for each of his pieces whereas White has yet to develop his Q-side and is weak on the white squares on the Kingside.

17. Nd4?! ...

White doesn't have enough time for this centralizing move and should complete his development with 17. Bb2 where I had planned to play 17...Ne4 with the edge.

17. ... Be5

Pinning down the knight and preparing to drive it out of the center with my next move.

18. Bb2 c5
19. Ne2? ...

Instead of allowing Black to obtain a clear edge with 19. Nb5 Bb2 20. Qb2 a6 21. Nc3 Rc3 where Black has no immediate forced win, White seeks complications which are better for Black. Also if 19. Nf3 Bb2 20. Qb2 Ne4 or 19. Ba3 Rc8!

19. ... Eb2
20. Qb2 Ne4

Posting the knight strongly with the threat of 21...Rc2. It would be fatal for White to exchange off his KB for Black's knight at any time.

21. Nf4 g5

The key winning idea. This forces White's knight back to a square that's worse or to head for complications with the fork used.

22. f3 ...

Here, I had prepared the following analysis for 22. Nh3 which shows the depth of analysis permitted in correspondence play: 22...Nd2 23. Rfc1 (not 23. Rfe1 Bh3 24. Bh3 Nf3+) Nf3+ 24. Kh1 Rd2 25. Rc2 (if 25. Qc3 Bh3 26. Bh3 Rf2 with the threat of mate.) Red8 26. Ng1 (or 26. Rf1 Rc2 27. Qc2 Rd2 28. Qb1 Bh3 29. Bh3 Qe3! and not 30. fe Rh2 mate!) Rc2 27. Qc2 Rd2 28. Qc3 (28. Qc4 Ne5 29. Qe4 Nd3! with the threat of 30...Nf2 mate!) Rf2 29. h3 Qd6!!, so subtle but crushing with the idea of mating the king after 30. hg Qg3 or 30. Nf3 Qg3.

22. ... Rd2

Black's rook now dominates the 7th rank!

23. Qc1 gf
24. fe ...

Here, much detailed analysis was required to determine what I was to do had he played 24. ef now Bf3! 25. Bf3 Qd6!, once again a subtle move proves so crushing, i.e. 26. Qc4 (to prevent 26...Qd4+) b5! 27. Qb5 Qd4+ 28. Kh1 Re6 with threats of Ng3+ followed by Rh6+ or Nf2+. If 24. gf Bf3! 25. Rf3 (25. Bf3 Qh4 26. Bg2 Qg4) Qf6! and White is in a bind and defenseless against Black playing moves like Kh8 followed by Rg8.

24. ... fe

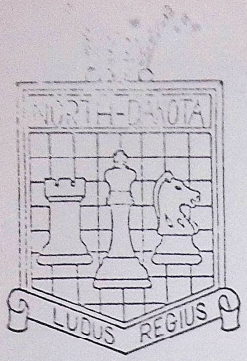
Simple and good. White is helpless.

25. Qc3 ...

All other moves also lose quickly i.e. 25. Re1 is met by Qf6 26. Rf1 Qd4 or 25. Rf4 Rd1+ or 25. Qe1 Rg2!+ and finally, if 25. Qc4 Be2 is good enough.

25. ... Rg2+
26. 0-1

For after 26. Kg2 Qe4+ 27. Kg1 Bh3 28. Qb2 e2! does the trick!



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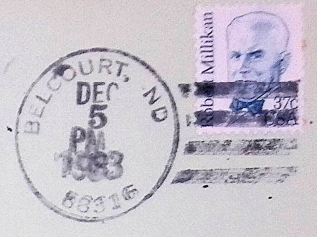

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